

Fig 1

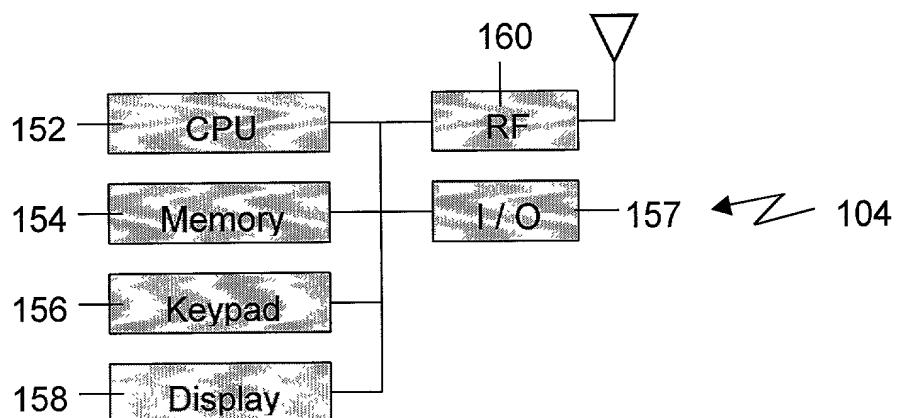


Fig 2

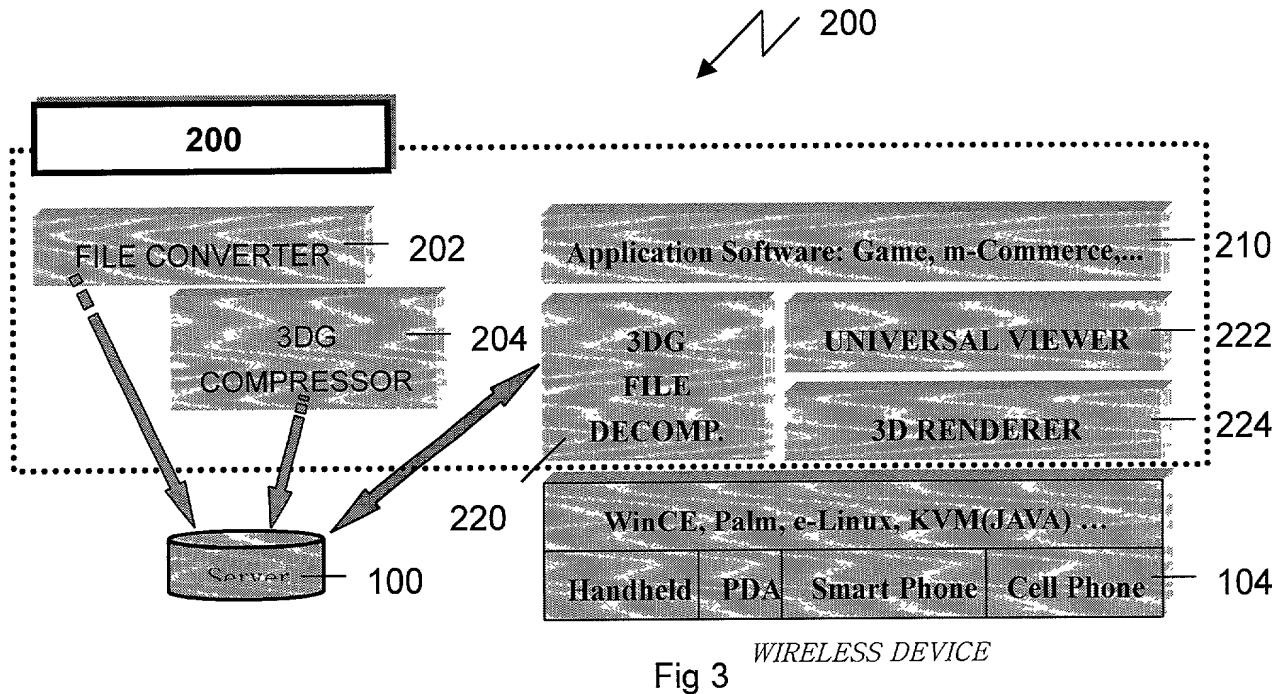


Fig 3 WIRELESS DEVICE

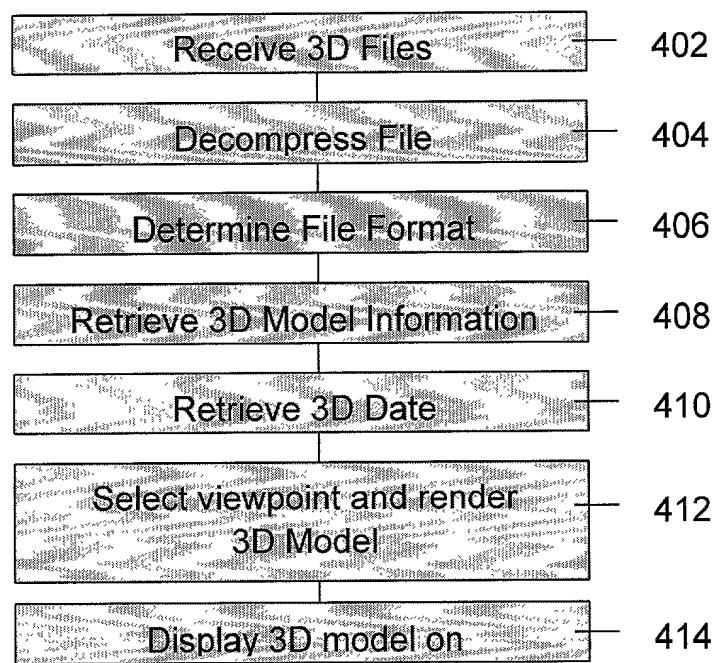
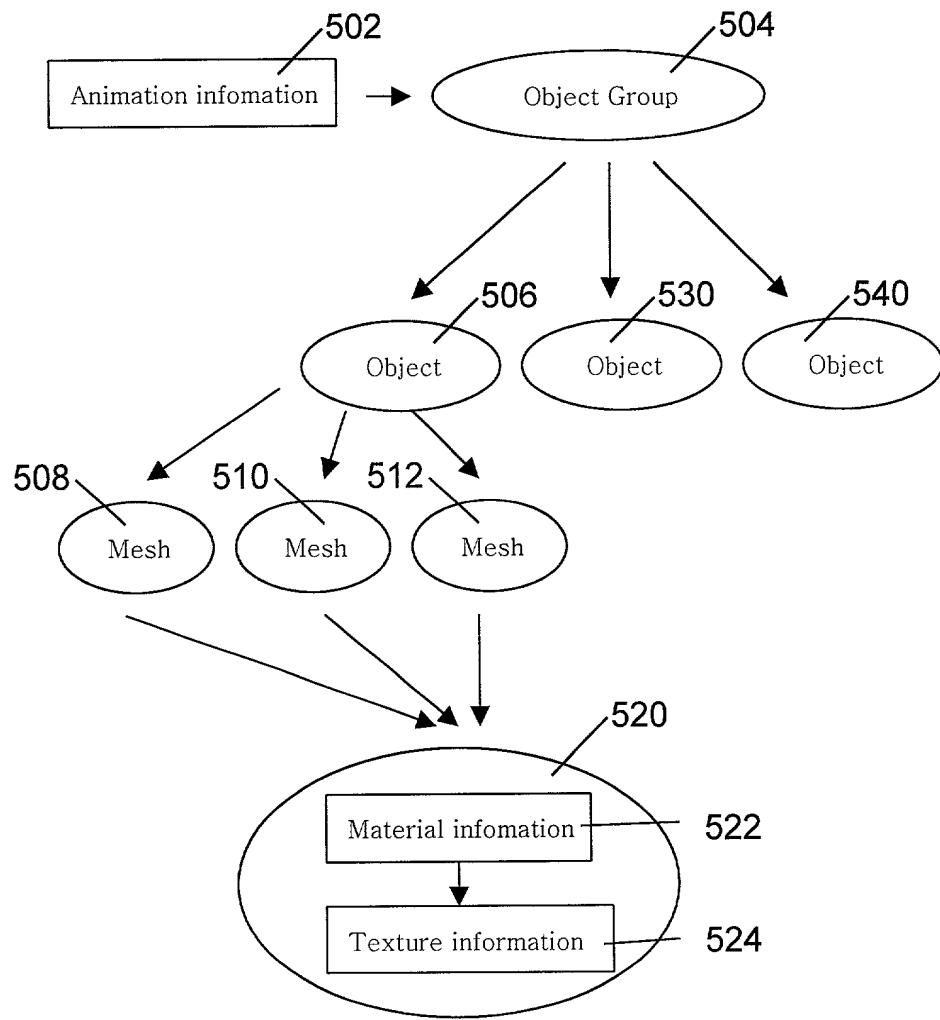


Fig 4

3d modeling data structure



Object Group : animation information

Object : x,y,z position

Mesh :

 Vertex Info : x,y,z position

 Polygon Info : Information on vertex that make up polygon

 Vector Info : Normal vector info needed to calculate lighting

 Texture Info : texture coordinate info

 Material Info : material index info

 Lighting Info :

Fig 5

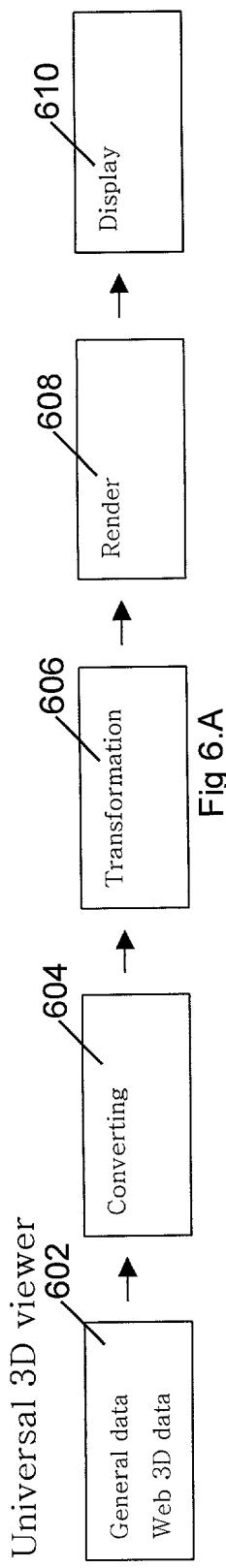


Fig 6.A

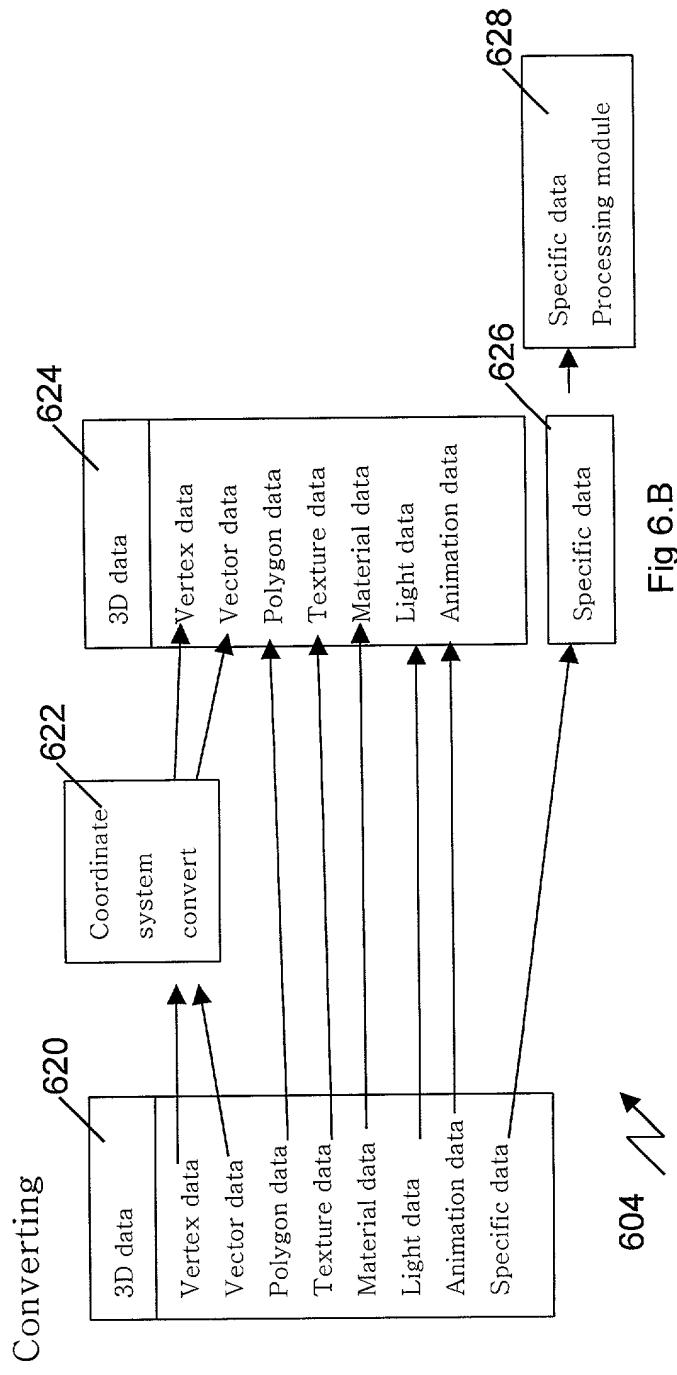


Fig 6.B

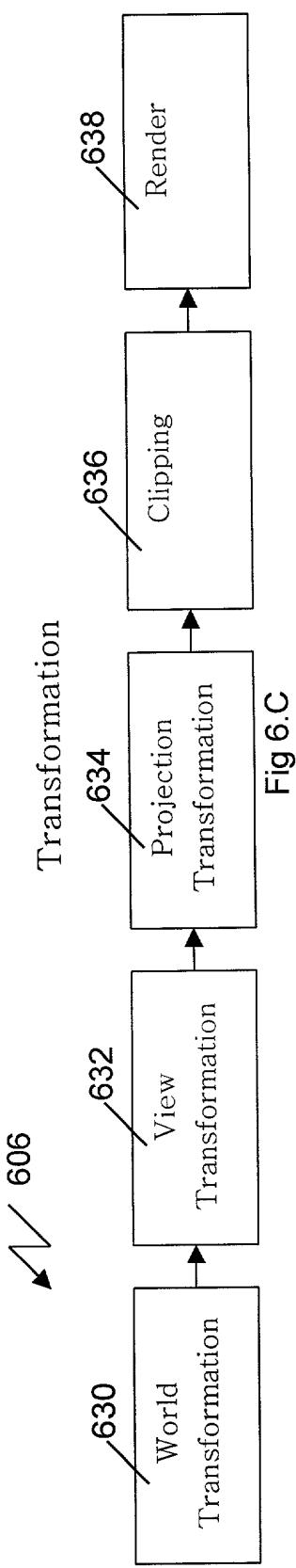


Fig 6.C

World Transformation : local to world transformation
 View Transformation : world to camera transformation
 Projection Transformation : 3D world to 2D world
 Clipping : Clip polygons to viewing

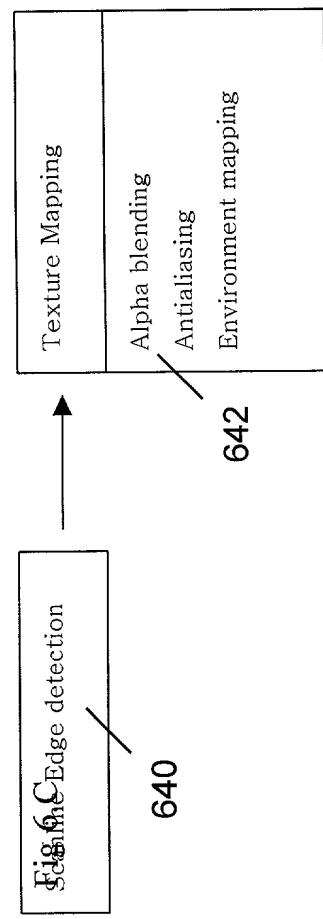


Fig 6.D

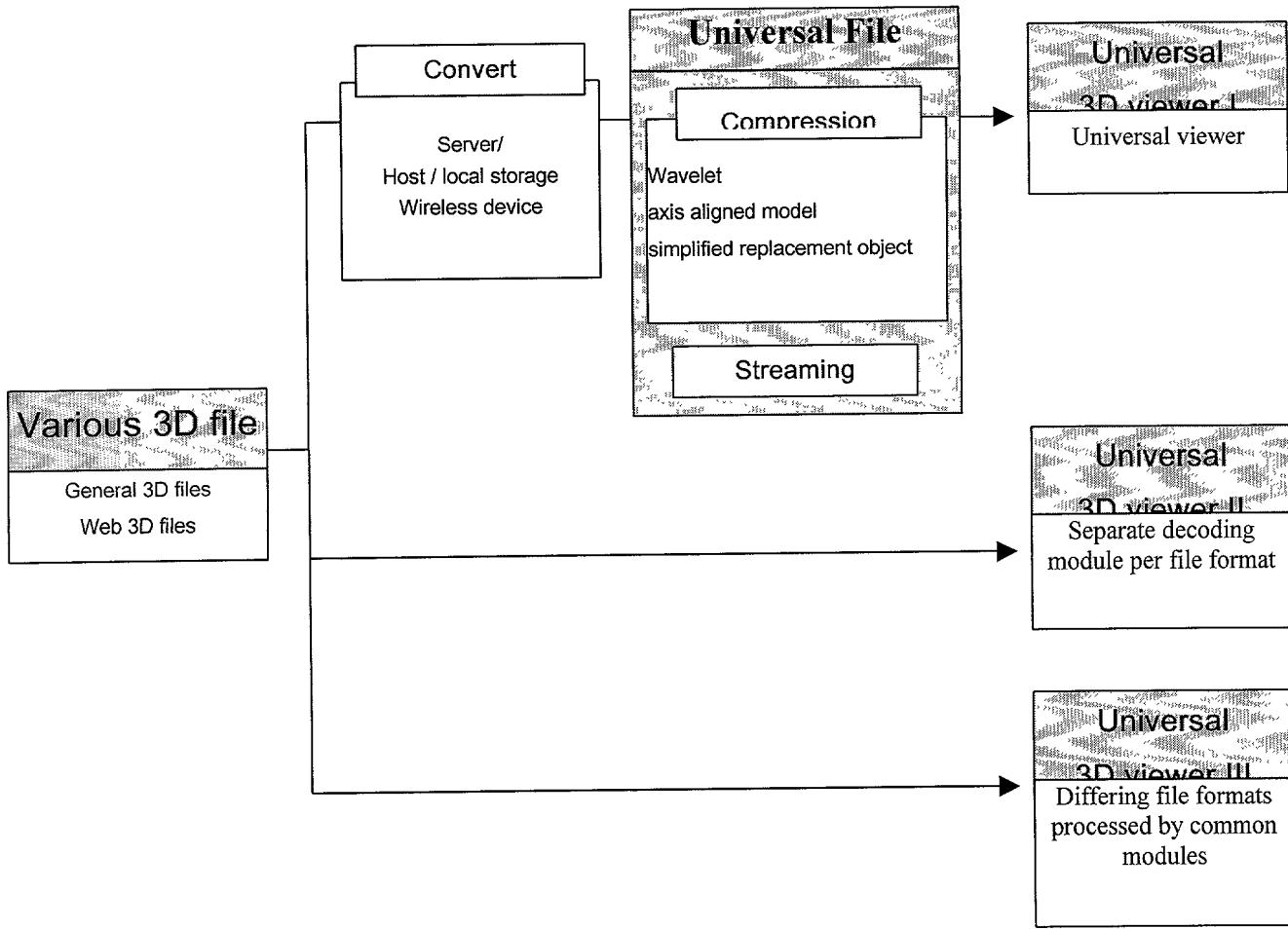


FIG. 7A

FIG. 7B

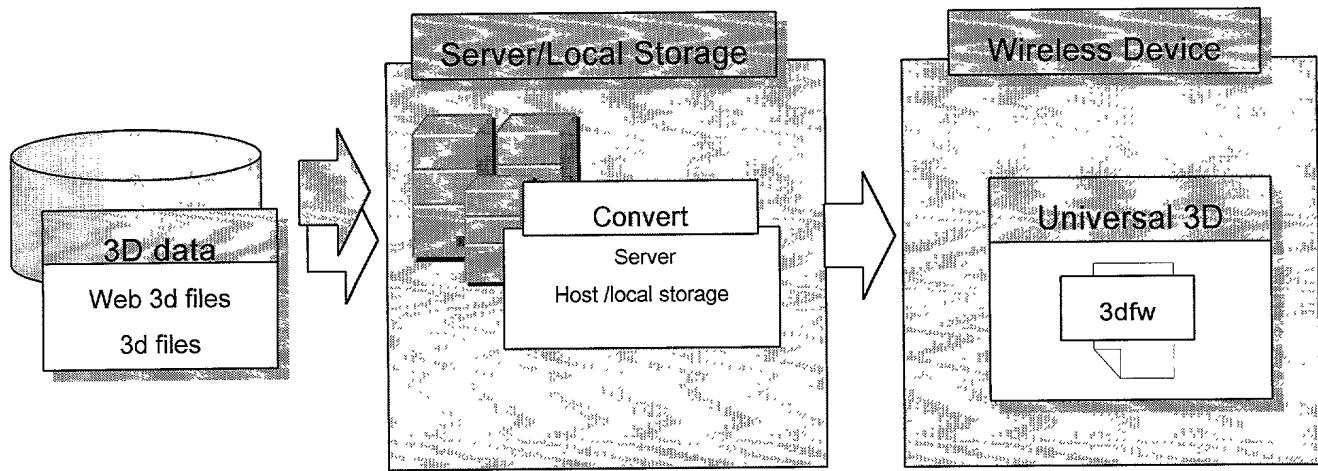


FIG. 7C

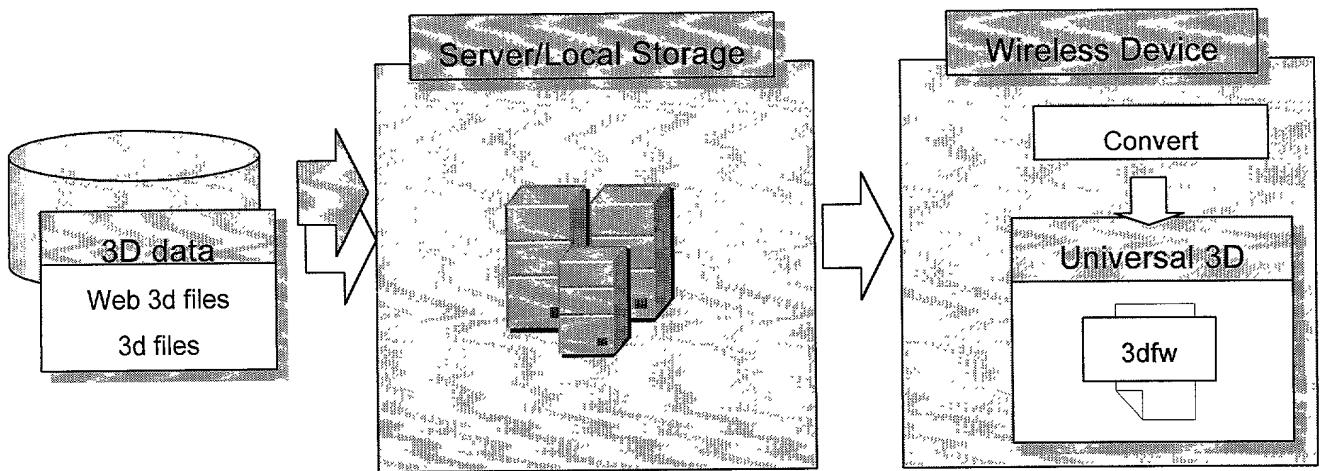


FIG. 7D

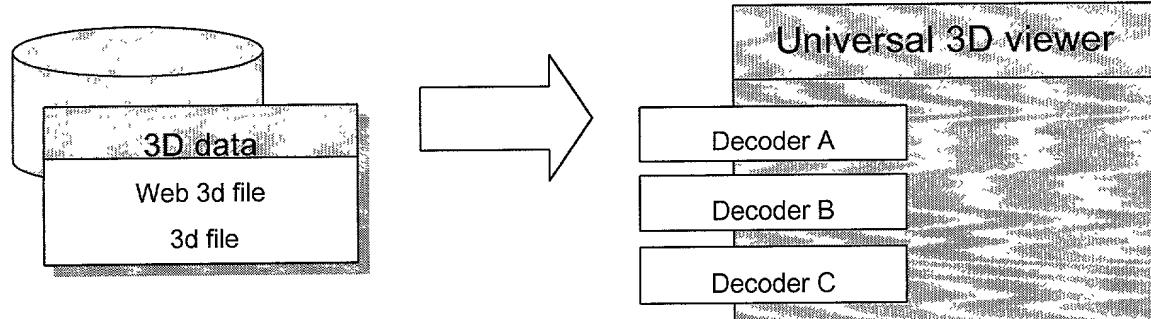
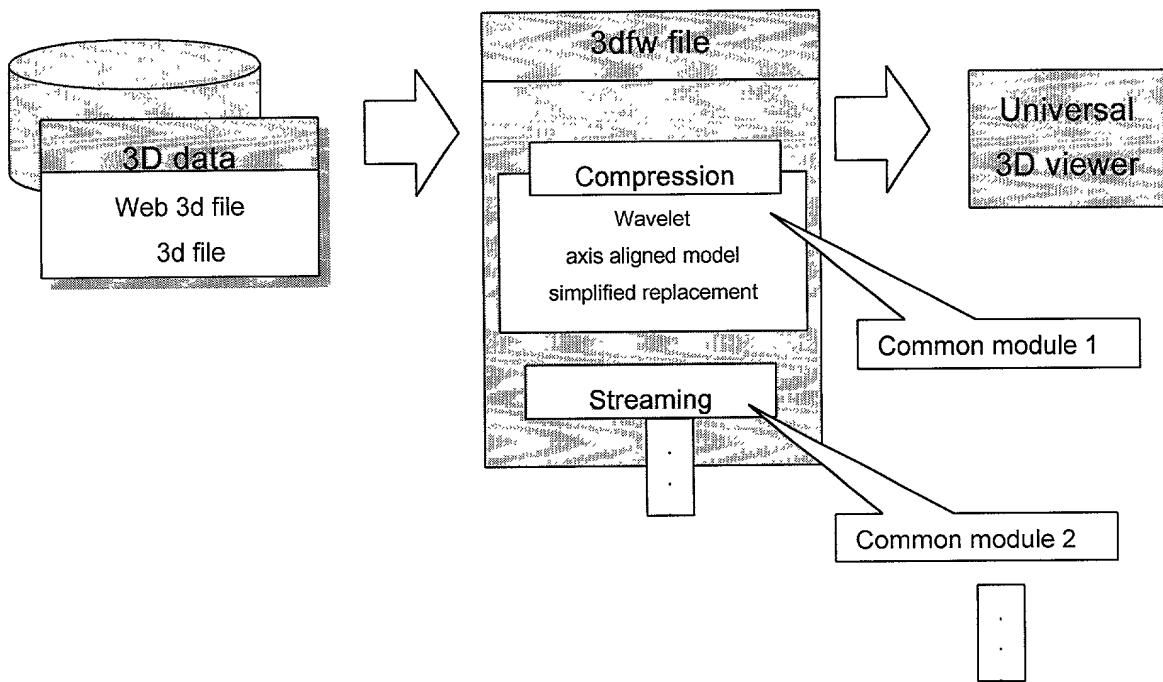
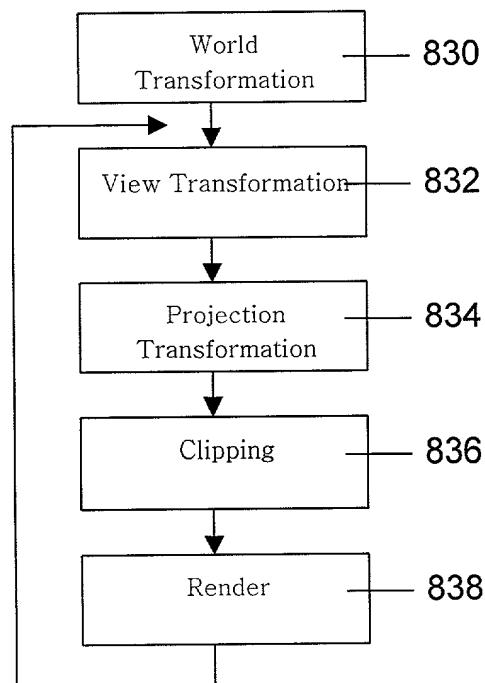


FIG. 7E





< rendering of stationary objects >

Fig 8